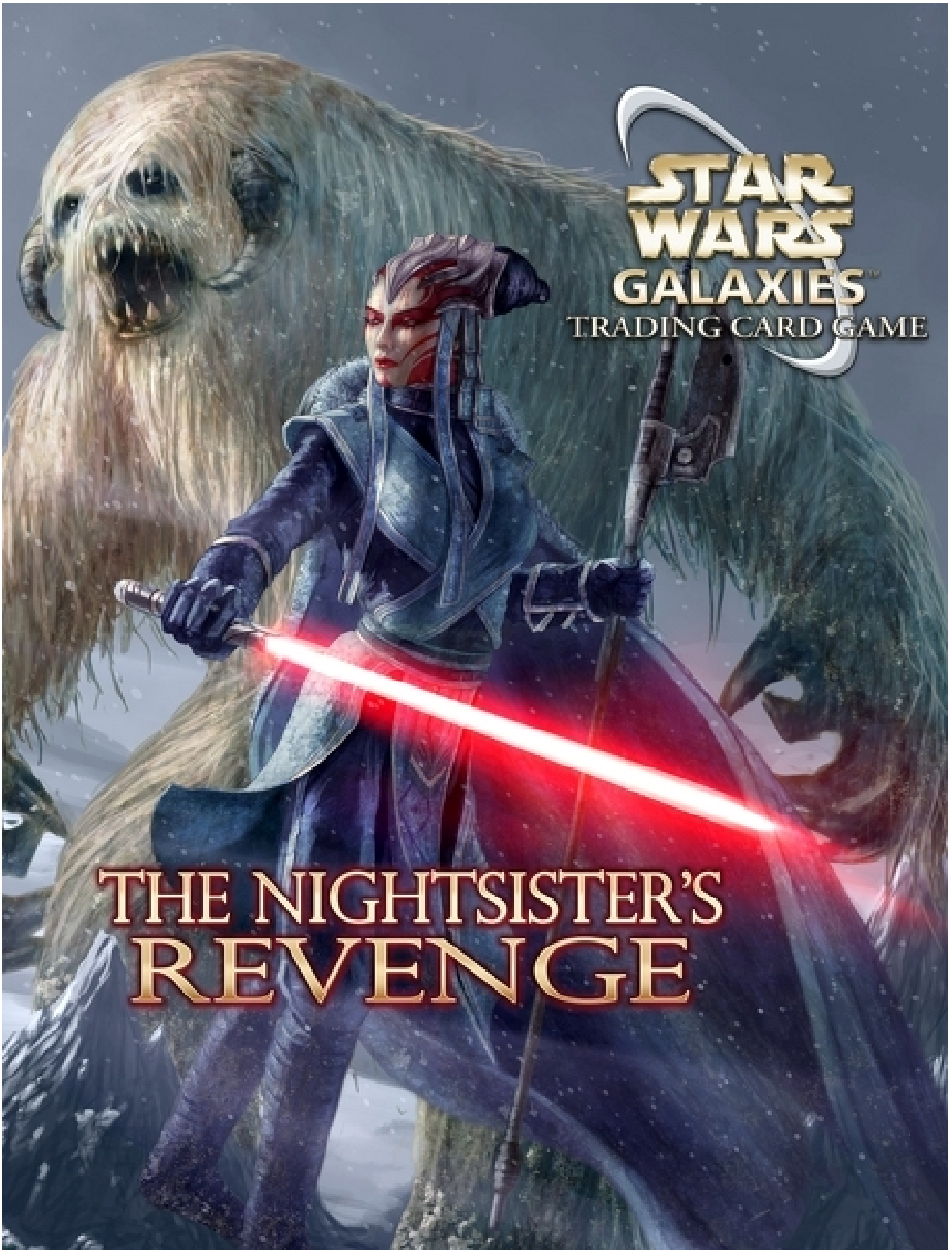

STAR WARS
GALAXIES
TRADING CARD GAME
THE NIGHTSISTER'S
REVENGE

The Nightsister's Revenge Campaign

A Force-sensitive Nightsister exile has made a new home deep within the icy caverns of Hoth. She uses mind control over a pack of wampas to devastate nearby installations and steal supplies. Her manipulation of the beasts is so complete that both the Jedi and the Empire want this knowledge, or at the very least to remove the Force-user as a threat to the people living on the surface.



Dark Side Campaign: She Will Be Sith

Search for a renegade Nightsister on the desolate snow planet of Hoth. Get your mission from a Sith adept and battle against a Jedi knight. Encounter a Rebel captain and discover a secret Rebel outpost. Fight against the beasts of Hoth and their dangerous mistress.



Scenario 1: A Brief Encounter

A Sith adept tasks you with the job of finding a Nightsister from Dathomir who is now on Hoth.



You receive a message from Namman Cha, a Sith adept you have dealt with before. 'Meet me on Hoth,' he says, and that transmission provides exact coordinates. A planet in the Anoat sector — a remote part of the Outer Rim territories — Hoth is a desolate, snow-covered ice world.

'I have tracked a gifted Force-user to this worthless planet,' says Namman Cha when you meet with him. 'A Nightsister from Dathomir.' He hands you a datapad showing a holo of a rancor walking through a canyon. Mounted on the rancor is a woman wielding an energy lance.

'You came all this way just to find her?' you ask.

'She is strong in the Force,' says Cha. 'Kyrisa is her name. She will be a powerful ally and serve the Emperor as I do.' His stern look says it's not wise to ask more questions. He thumbs the datapad and it displays a holo search grid. 'I'll take this quadrant. You take this one. Stay in touch.'

After a few hours of searching with your electrobinoculars, a green flash catches your attention. Increasing magnification, you see a lone figure dispatching a Hoth hog with a lightsaber. You approach carefully, but the figure easily senses your presence and soon you meet.

The Twi'lek woman drops her weapon to the side, but does not deactivate it. 'I am Rachi Sitra,' she says. 'I don't want to fight you. I'm looking for an exiled Nightsister.' Her feet are wide apart in a combat stance.

'I too search for this Nightsister,' you say. 'I will take her to the Emperor.'

The Jedi raises her lightsaber and grips it with two hands. 'I don't think so,' she says as she leaps to attack.



With a kick, you knock the Jedi off her feet. She jumps up in a flash. 'Neither of us has to die,' she says, stopping the fight for a moment. 'Let's go our separate ways and see who finds the Nightsister first.'

You watch her carefully, but she seems to be sincere. 'Alright then, that's it,' you say. 'The Nightsister will be a Sith soon enough.'



Scenario 2: Mounted Patrol

Encounter a Rebel patrol riding tauntauns, led by two members of Renegade Squadron.



The wastes of Hoth are nearly featureless. As you continue to explore your assigned quadrant, occasionally there are caves but none are large and all are vacant. Only a few times have you seen indigenous creatures like snowmice or an ice scrabbler.

The next beast you see is a tauntaun and it catches your eye because it's carrying a rider. He's wearing what looks like Alliance cold weather gear. There are several in the party, and you start wondering why there would be Rebels on Hoth. They're too well-armed to be regular troops. You suppose they could be SpecOps, but probably SpecForce. Arming themselves with blaster carbines, they fan out to cover your position.

One of them rides forward, putting his goggles up. 'You're gonna have to tell us what you're doing here,' he begins. You recognize him as Captain Han Solo, a hero of the battle of Yavin.

'I don't think this planet is under Alliance control,' you reply. 'I don't think I have to tell you anything.'

'We can't let you go back to your Imperial pals now,' says Solo. 'Look, just come back with us and we can sort things out. This doesn't have to get messy.'

'Actually,' you say drawing your weapon, 'it does.' The battle begins.



The battle lasts until the wind and snow make it impossible to continue. A storm on Hoth puts a halt to any kind of outdoor operation. You don't have to answer Solo's questions, but you didn't find out what they were doing here either.

You remember a small cave you passed before the encounter with the Rebels, and take shelter there to wait out the storm.



Scenario 3: Wampa Attack

Discover the largest of the indigenous reptomammals on the planet Hoth and find out why few live to tell the tale.



After the storm clears, you step outside to get your bearings. A Hoth snowfall completely changes the local terrain configuration, so electronic positioning is the only way to avoid getting lost.

Your comlink activates. 'Captain Jeffren Brek, ISB. Hold your position, we'll be there soon.' Brek arrives on foot with a small party of agents. 'The ISB is interested in this Force-user as well. Blackhole has some theories about beast mastery and espionage.'

He hands you a datapad using his cybernetic arm. 'This is the search grid we've been covering.' You indicate where your search has progressed so far. You also brief him about the Jedi and Rebels you encountered. Brek is surprised. 'If they're looking for Kyrisa too, we'd better get a move on.'

The roar of a distant beast interrupts your planning. You exchange worried glances with Brek and the other agents. You hear another roar, followed by a roar from a second beast. Swirling winds make it difficult to determine their direction.

'Over there,' you say, pointing to a ridge at the north. A wampa appears at the crest, and then a second one. A titanic roar, much louder than any you've heard yet, shakes the ground

and your confidence. Then, the head of a gigantic beast appears above the ridge. It's a wampa, but much larger than any that have ever been reported.

'Genetic engineering,' mutters Brek. 'That's another of Kyrisa's specialties. That beast isn't natural.' You form a battle line and prepare to defend against a pack of vicious wampas.



After the smaller wampas were dealt with, you were able to focus your efforts on taking down the giant beast.

Hamstringing the huge wampa limited the range of its deadly claw swipes, and eventually it tired enough that you could deliver a killing blow.



Scenario 4: Queen of Beasts

The Nightsister exile wants revenge for the death of her pets, and she brings many friends



The lifeless bodies of the wampas cover the ground surrounding your location. Their blood runs red in the snow. The gashes from their claws cut right through your body armor and cold weather gear.

Some of the ISB agents take claws or teeth as souvenirs. One of the agents rubs his head and says. 'That thing swatted me with its big paw and I was out like a light.'

Brek says, 'They stun you and take you back to their cave. Then kill you later.'

The agent asks, 'I thought they only hunted when they were hungry?' Brek says, 'They do what that Nightsister trains them to do.'

Suddenly a voice rings out across the plain. 'You have slain my prize. Now you will pay the price!' Standing on a ridge, you see the figure of a lone woman holding a bladed staff high over her head. Dressed in white and blue cold weather gear, her face has the red tattoos of the Nightsisters of Dathomir.

You have finally found Kyrisa, the exiled beast master. Her face fills with anger, and her red eyes smolder with rage. A pack of Hoth beasts joins her on the ridge. They seem to obey her commands, like an army of trained soldiers. 'Kill them, my pets!' she screams.



Breaking through the ranks of beasts that surround Kyrisa, you knock her down. She springs up with a Force jump and assesses the situation. It's obvious that many more of her pets have been slain, and the battle is going against her. Warily, she backs away and the beasts that remain form a line to cover her retreat. Kyrisa escapes into the blowing snow and you're too tired to follow.

Brek gathers up his agents and says, 'I'll track the Nightsister. You go back to where you saw those Rebels and try to find out more about why they're here.'



Scenario 5: A Small Outpost

The Rebel patrol leads to a small military facility, and you meet with another famous Alliance officer.

Checking your datapad, you retrieve the coordinates for your encounter with Solo and the Rebels. You return there with no incident. Recalibrating your comlink to known Alliance frequencies, you detect Rebel chatter.

Heading in that signal's direction, you stop to search with your electrobinoculars. For a brief moment, you see a Rebel mounted on a tauntaun on a ridge. Then he disappears from view.

Approaching carefully, you lay down to look over that ridge. Below, you see a handful of temporary structures and many stacks of boxes and supplies. A dozen or more Rebel troops are working to assemble a small outpost.

You pull back from the ridge to avoid detection. Looking down the ridge through the blowing snow, you see another Rebel patrol. You have nowhere to hide, so you stand and ready your weapon.

The leader of the party approaches and dismounts, blaster at the ready. She pushes back her parka and you recognize Leia Organa, former senator and now officer in the Rebel Alliance. 'You need to tell me what you're doing here,' she says.

'That's just what I was going to ask,' you reply. 'Nice little facility you're constructing.'

'You know we can't let you leave,' she says, leveling her blaster in your direction.

'You know I can't let you capture me,' you say as you begin your attack.



You're able to battle Organa and her SpecForce elite troops to a standstill. However, it's only a matter of time before reinforcements arrive from that outpost. When there's a lull in the fight, you make a break for it. The Rebels are wounded enough that they can't follow, so they don't pursue.

After putting some distance between you and the Rebel patrols, you contact Jeffren Brek. 'Did you get any vids?' he asks. 'No. Nothing concrete. All I have is a recording of some comm chatter. It wasn't safe to hang around.'

'What about Kyrisa?' you ask.

'No sign of her,' says Brek. 'She knows her way around this frozen rock better than anybody.'



A few days later, you're with Brek aboard the Devastator when he reports about your operation to his superior. General Nevar. 'Rebels on Hoth? All I have is your word for it?' asks the general. 'What could they be doing on such a worthless planet? I'm deleting your reports. This ridiculous adventure was a mistake from the beginning!'

As a result of Nevar's error in judgment, the Imperials didn't know about the base that the Rebel Alliance was building on Hoth... until over a year later.

